machine-detecting a score and/or performance of each
player in a particular session of the video game,

backfeeding into the gaming environment a video image of a
currently high-scoring player, and

displaying the gaming environment, and the video image of
the currently high-scoring player of the multiple players in a
prominent location, during the particular session of the video
game.

6. (Four times amended) A video game system being arranged for
running a multi-player video gaming environment, comprising

a user interface that is configured to enable each player of
multiple players to interact with the gaming environment,

a detector that is configured to detect a score and/or
performance of each player during a particular session of the video
game,

a backfeeding device that is configured to:

backfeed into the gaming environment a video image of a
currently high-scoring player of the multiple players, and

a display that is configured to display the gaming
environment, and the video image of the currently high-scoring
player in a relatively prominent position, during the particular
session of the video game, and

one or more cameras that are configured to provide the video

image of each player.